

Module 2

Learning Styles

2-01



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Module 2 Objectives

Upon completion of this module, the participant will be able to:

- Define learning
- Identify the factors that affect learning
- Define teaching
- Define the *four-step* process of teaching and learning



- Compare the differences and similarities in learning styles across all generations
- List the characteristics of different generations of adult learners
- Identify basic adult learning rules to maximize training effectiveness



Module 2 Objectives (continued)

- Explain the techniques for motivating multi-generational learners
- Define interactive instruction
- Explain interactive instruction methods



Basic Questions About Learning



How do people learn?



How can we tell
if someone has
learned something?

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Definition of Learning

Learning is any activity involving the senses that affects a person's ability to do something



“As we start a new school year, Mr. Smith, I just want you to know that I’m an Abstract-Sequential learner and trust that you’ll conduct yourself accordingly!”

Browning

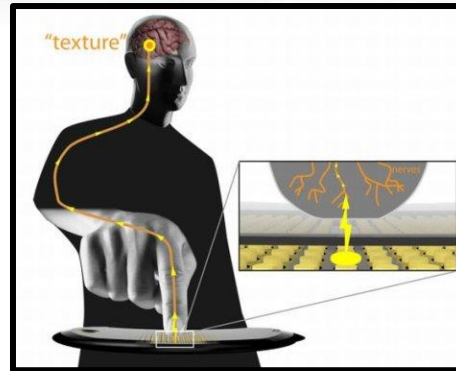
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Involvement of the Senses

- Visual
- Verbal
- Tactile



Active vs. Passive Learners

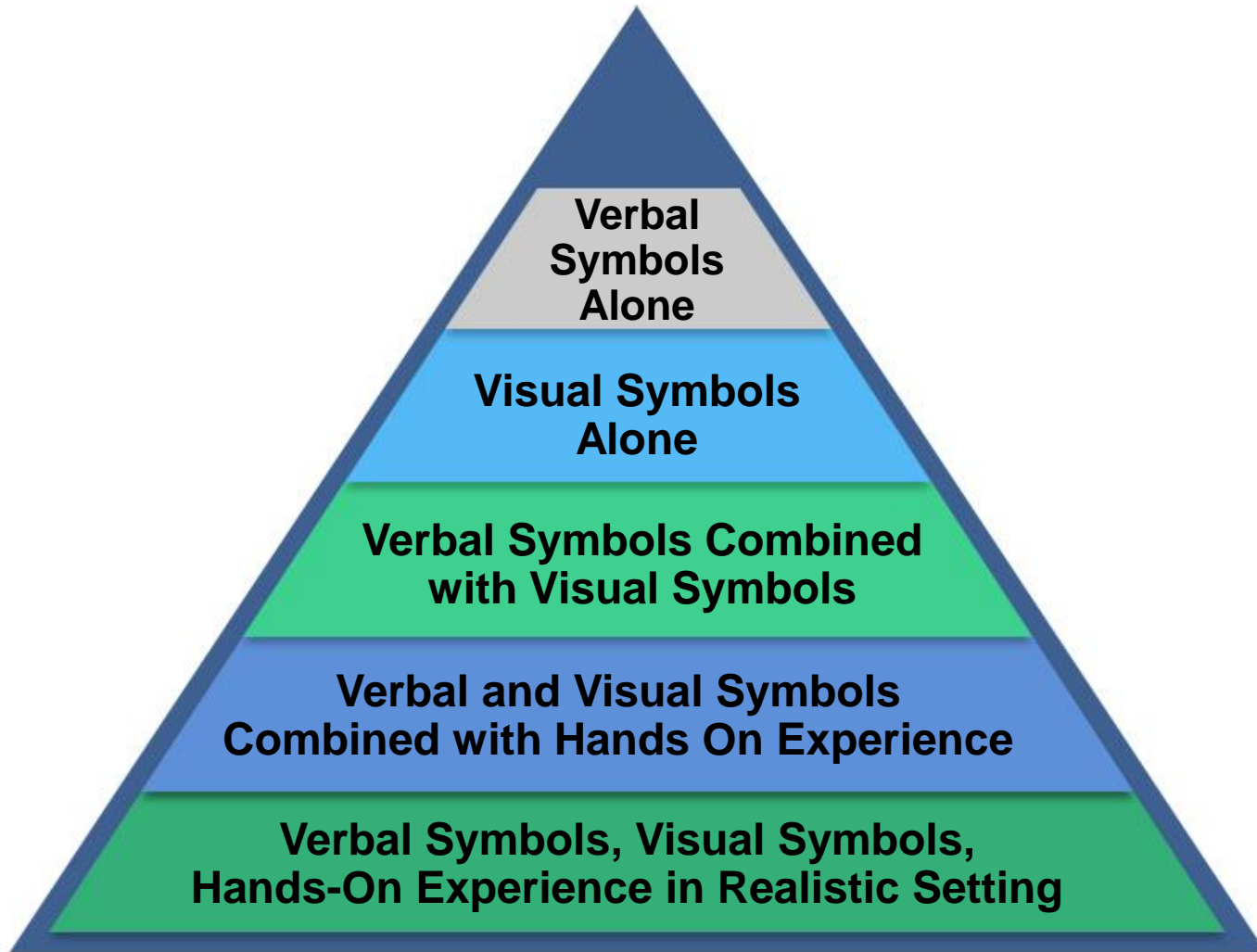
- You have a role in learning
- Learning is something you do on your own
- You pull knowledge, skills, or attitudes from others
- The more active you are in pulling that information, the more likely you are to learn

Purposeful Sensory Activity

- Senses and attention are focused on learning
- Senses are free of distractions
- Learner is an active participant in the learning process



Maximum Efficiency in Learning



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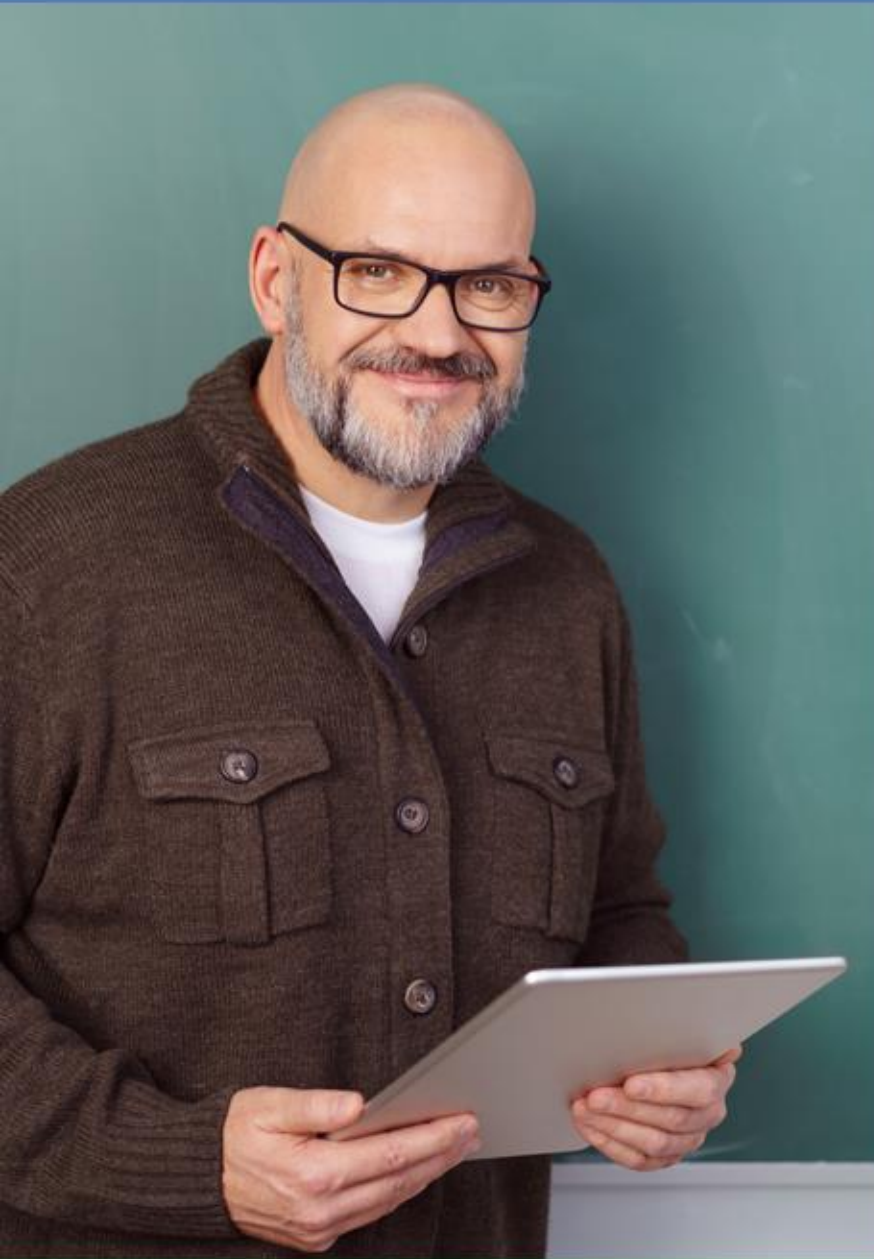
What is Teaching?



- Illustrating
- Guiding and Coaching
- Motivating
- Encouraging/Inspiring
- Explaining
- Mentoring



Definition of Teaching



Teaching is providing an efficient learning environment for the participant.



Cardinal Rule

At the very least, a teacher or trainer must never do anything that makes it more difficult for the participant to learn.



What is the Learning Environment?

- Subject matter
- Learning activities
- Physical environment
- Psychological environment



Four-Step Process of Teaching/Learning

- Preparation
- Presentation
- Coaching
- Evaluation



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Step 1: Preparation

- Let them know what they're going to learn
- Explain the benefits (WIIFM)
- Tie new information to knowledge they already have



Step 2: Presentation

- Cognitive Domain
- Affective Domain
- Psychomotor Domain

Step 3: Coaching



- Coaching means guiding the participant in practicing the new learning

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Step 4: Evaluation

- Determine how well the participant is learning
- Occurs during the preparing to learn stage
- Occurs during and immediately after a presentation

Evaluation



Excellent



Good

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Differences and Similarities in Learning Styles Across All Generations

Children:

- Rely on others
- Accept information
- Expect to use knowledge in the future
- Have little experience
- Offer limited resources

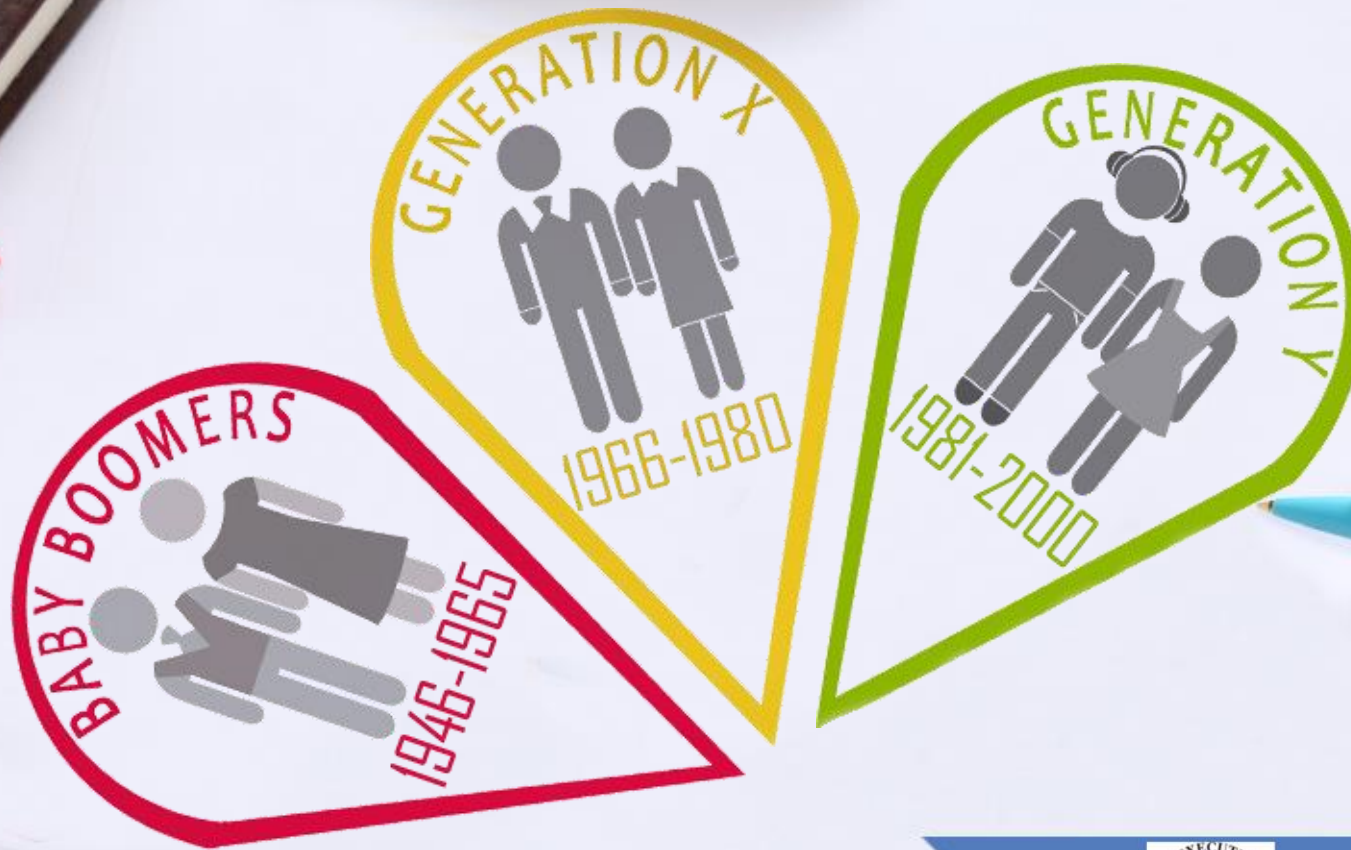


Adults:

- Decide for themselves
- Need to validate information
- Expect immediate use
- Have past experience
- Serve as a resource



Multi-Generational Instruction

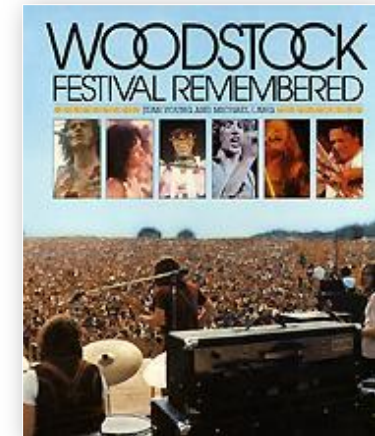


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Baby Boomers



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Generation X



Generation Y - Millennial



Generation Z



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- Intelligence level
- Educational background
- Prior knowledge and skills
- Aptitude
- Attitudes and interests
- Learning styles
- Cultural background



- Focus on relevant problems
- Ensure the learning is relevant
- Relate training to what learners already know
- Allow debate and challenge of ideas
- Encourage learners to be resources
- Respect your participants



- Learning needs to be problem centered
- Appeal to their need for personal growth and gain
- Information integration is necessary
- Case studies and examples should be realistic
- Feedback and recognition
- Account for learning style differences

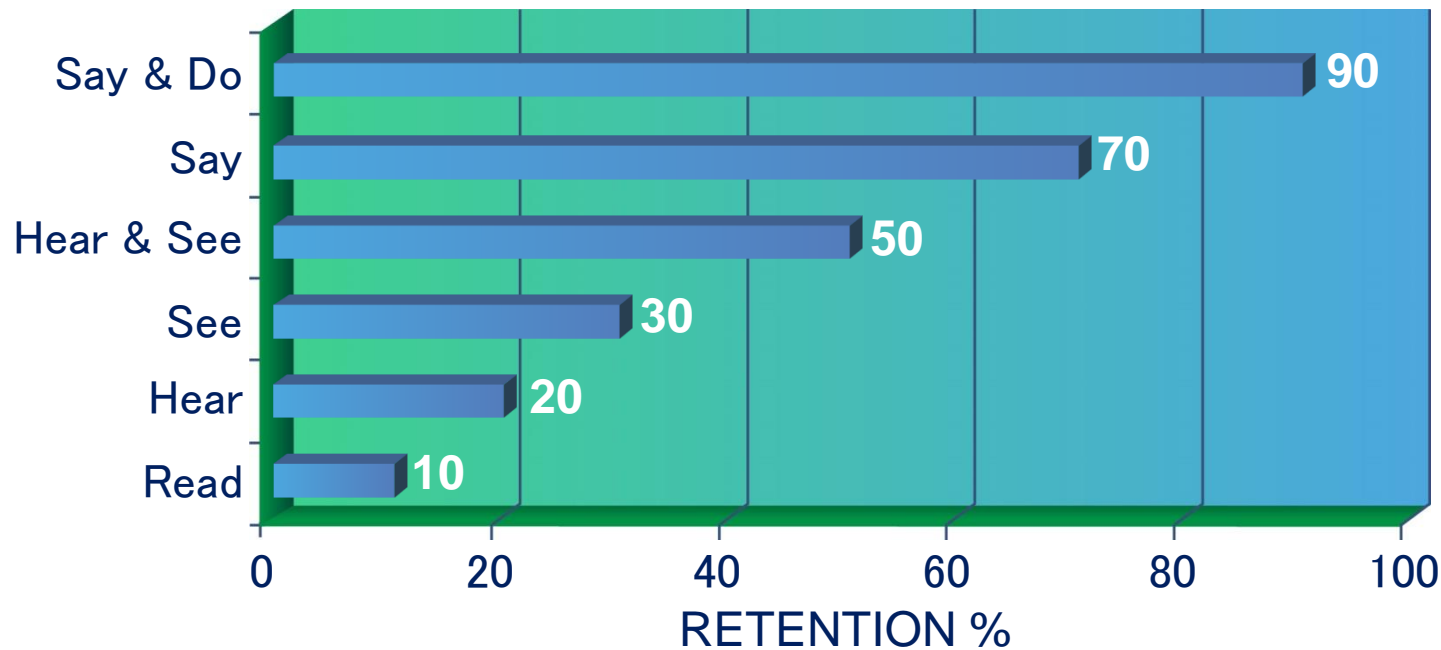


- Create a safe and comfortable environment
- Facilitate interaction
- Promote activities



Interactive Instruction

There's more to teaching than talking to them



Methods for Interaction

- Oral questions
- Response items
- Worksheets
- Work sessions
- Simulations/Games
- Labs
- Group discussion
- Field trips
- Brainstorming
- Study assignments



Module 2 Summary

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Module 2 Summary (continued)

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